

**AMENDMENTS TO THE SPECIFICATION:**

Please replace paragraph [00013] with the following amended paragraph:

[00013] FIG. 5 illustrates the steps for making the continuity adjustment of the present invention. First, a pixel with normal data ( $N_x$ ,  $N_y$ ,  $N_z$ ) in a 2x2 screen grid, with pixels  $p_0$ ,  $p_1$ ,  $p_2$ , and  $p_3$ , is selected, in step 200. Next, in step 202, the normal data of the pixel is computed and, in step 204, mapped into the tuple ( $U$ ,  $V$ , Major, *fid*), after which, in step 206,  $u$  and  $v$  are normalized to the range of [0, 1]. At this point, if mip-mapping is used in the texturing, as determined in step 208, a table is accessed using the face ids to obtain a continuity adjustment code in step 210. Parameters for adjusting the  $u$  and  $v$  axes are then computed, in step 214, and the adjusted derivatives are then computed using the computed parameters, in step 218. [the deltas for  $du/dx$  and  $dv/dx$  are computed based on the continuity adjustments of the present invention, after which]. Finally, the LOD for the mipmap is determined and used for the texture mapping.

Please replace paragraph [00019] with the following amended paragraph:

[00019] The table is shown in FIG. 6. The bit definitions of the table entries are set forth below the table. Bit 0 indicates swapping of  $U$  and  $V$ , bits 2:1 are coded for indicating no flip, flip  $U$ , flip both, or flip  $V$ , bits 3 is the need add bit, bit 4 [[is]] indicates  $u$  or  $v$ , and bit 5 indicates add or subtract.